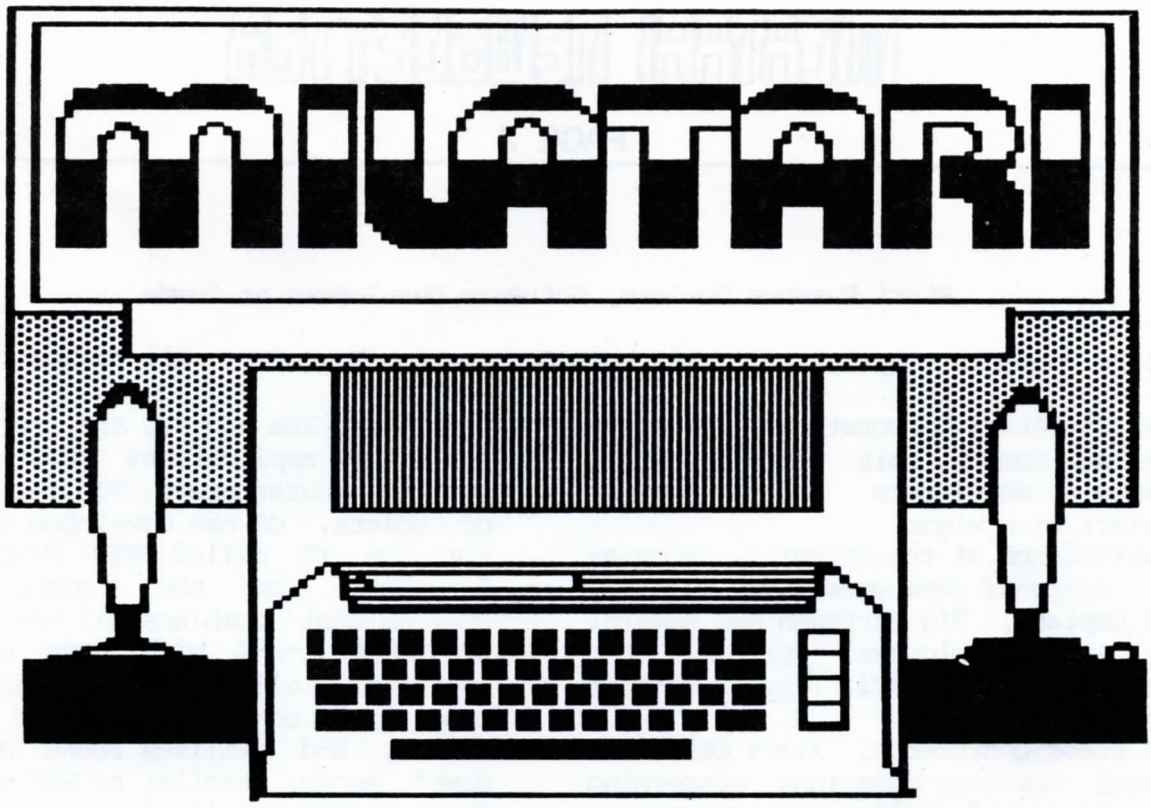



COMPUTER ART BY DICK SKOVER

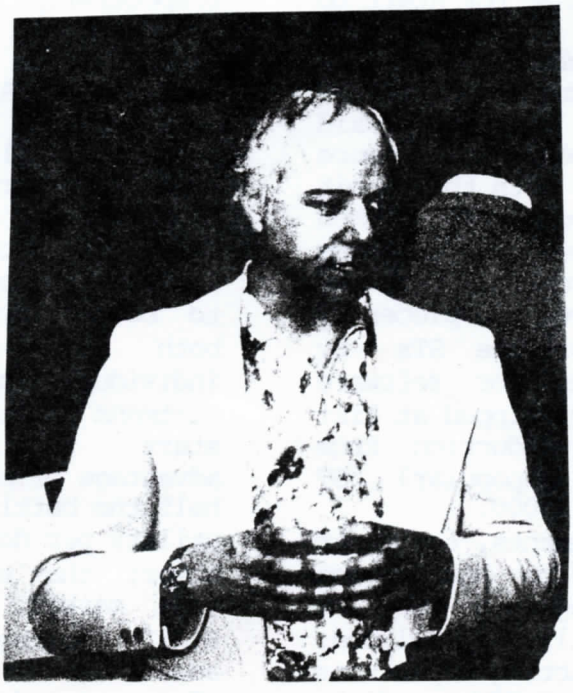
# MILATARI NEWSLETTER

VOL 4 NBR 7

JUNE 1985

PRICE $1.50

THANKS



GARY

## Atari Pursues Dealers, Software Developers at Comde



(May 7) Atari Corporation was in full force at Comdex this week, pursuing software developers and computer retailers with vigor.

In attendance at the Atlanta, Georgia-based computer show were Jack Tramiel, James Copland, Sig Hartmann and several other Atari employees, spreading the gospel of the new Atari, "Power Without The Price."

At a press conference, Atari officials answered numerous questions concerning both the XE and ST line of computers, future marketing plans, as well as current strategy.

James Copland, Vice President of Marketing, kicked off the press conference by explaining that "Atari decided only five days before the show to attend Comdex." Copland stressed that Comdex was a show in which Atari could court specific distributors, both hardware and software, software developers, and mass marketers. In that regard, it made more sense for Atari to attend Comdex than to compete with stereo manufacturers at CES.

After Copland´s talk came Sig Hartmann, President of Software. Hartmann said that "around 230 companies" were developing software for both the 8-bit XE and the 16-bit ST computers. When quizzed about the number of packages available, Hartmann replied that he expects there to be "over 100 pieces of software" available for the STs by September. ST systems for software companies are now being shipped at list price, a substantial reduction from Atari´s original (and unpopular) ST package price of around $5000.

As per earlier announcements, the first STs are to be shipped to Atari user groups for beta testing in a week or two. BASIC and Logo will be included, although we hear conflicting reports as to whether GEM will be on ROM or disk. The first STs for the general public are to be shipped in July.

Among the software being developed for both the XEs and STs are spreadsheets and other applications programs, from various manufacturers. VIP Technologies, of Goleta, CA has developed a package for the XE called VIP Professional. According to the company, VIP Professional combines all the features of Lotus 1-2-3 with some additional features, all for under $100. The program can be either mouse or keyboard-driven, and utilizes icons and "drop down" menus, similar to GEM on the ST. The program is slated for delivery in July.

For the ST, Haba Systems of Van Nuys, CA has two programs: Haba Works, with a series of applications, such as WORD, FILE, CALC, GRAPH, COM, and HIPPO C COMPILER. Haba Solutions comes with such files as How to Start Your Own Business, How to Create Your Own Legal Will, Business Letters, Business Forms, and the Haba Check Minder. The programs retail for $59.95 and $49.95 respectively.

In a joint announcement, Atari and Rising Star Industries, of North Hollywood, CA, intend to market Rising Star Software products for the ST. The products will be distributed through Atari´s dealer/distributor network.

According to Rising Star president Gale Carr, the company is converting its Valdocs line of integrated applications, to be made available on Atari hardware both as a complete package and in individual software modules. Sig Hartmann stated that "We knew from the start that the price/performance advantage of our hardware would only be half the battle. The bottom line is the utility per dollar we´re bringing to the buyer; that´s why others have lacked in this market, and it´s also why Rising Star´s software tools are a valuable asset."

Rising Star´s integrated color graphics modules, Valdraw and Valpaint -- using Atari´s high-resolution color display -- are marked for availability with early

shipments of the computer. The company's electronic spreadsheet and other applications are scheduled to follow shortly therafter.

The 520 ST keyboard may be configured to emulate the Valdocs HASCI format through programmable function keys, allowing single-key access to all Valdocs applications and primary system and file management functions.

In hardware news, one of the most amazing announcements concerned Atari's marketing plans for the 520 ST. Apparently, there will be two different versions of the ST: one for mass marketers and one for computer stores. Internally, the machines are to be identical -- only the cosmetics of the machine are to be altered. The mass market ST would be the original configuration, whereas the computer dealer version should have a different keyboard and case. Computer retailers will sell a package consisting of the modified ST, a monitor, and half-megabyte drive for $799.

As far as future projects are concerned, Atari is working on a CD (compact disc) ROM, able to store 512K of memory, for under $500. This CD ROM, as well as a new 3 and 1/2 inch drive, are being developed in conjunction with North American Philips, the Netherlands-based electronics giant. Atari owners may recall that Philips' name was tossed around early last summer as a possible buyer of Atari, before Jack Tramiel and crew took Atari's reins.

The subject of Atari's 32-bit computer was not ignored by the press, either. Atari's rumored "CAD/CAM" system was referred to as a "graphics workstation" by Jack Tramiel, who added that the machine should be released "late this year or possibly early 1986." This would make it just in time for the January Consumer Electronics Show in Las Vegas. The 32-bit machine will be sold only through computer stores.

At a private dinner for members of the press last March, Leonard Tramiel told ANALOG Computing publisher Lee Pappas and managing editor Jon Bell that "the 32-bit machine is a reality." While Tramiel would not confirm what CPU chip the machine would have (either the Motorola 68020 or the National Semiconductor 32032) he did have an interesting anecdote about the machine. Apparently, Atari's engineers had hoped to get several prototypes of the 32-bit machine working specifically on developing chip designs for Atari computers, including the STs. Unfortunately, the engineers couldn't work on the 32-bit machine at the expense of working out any bugs on the ST. Instead, the engineers made use of a rather extensive amount of chip development and design equipment left over from the old Atari.

And finally, Atari's decision not to have a display at the Consumer Electronics Show in June was met with negative publicity and rumors concerning the company's financial state. Jack Tramiel emphasized that Atari did not bow out of CES "simply to save $500,000", but that Atari would be represented by a private press conference in Chicago. It should be pointed out that a number of hardware and software companies (Infocom, Electronic Arts) are also not attending the show, but are instead having private press showings and parties to promote their products.

Additionally, Atari officials "lack of comment" over the decision not to have a display at CES was due to said officials attending the Hanover, West Germany Computer Fair. According to sources at the Fair, the showing of Atari's ST computers was "a smash." Overseas dealers and computer owners are reportedly ecstatic over the ST, citing its power, the GEM operating system, and most importantly, its cost. Foreign buyers who have been looking at the Macintosh with envious eyes but can't afford its high price (especially considering the strength of the American dollar) are considering the Atari ST. Jack Tramiel said that he intends for fully half the ST market to be overseas.

In conclusion, the message from Atari at Comdex was, "Today, the U.S. Tomorrow, the world!"

A tribute to Gary Nolan

by David Frazer

It all began in the spring of 1981 at a small video store on west North Avenue known as Video Experience. Steve Schmidbauer was as salesman at the store with an ATARI itch. He brought together a small group of ATARI pioneers. They eventually formed our club. Video Experience went out of business in August leaving the group without a home. On October 17th, 1981 the group re-organized. At this time Gary stepped forward to take charge. The first and second meetings were held at a new computer store in Waukesha call Microcomputers and Magic. After two months the group had grown to large for the store and moved over to the Waukesha State Bank Community room. In November the group choose 'MILATARI' as its name and at the January 1982 meeting officers were elected, Gary being elected president. With Gary's enthusiasm the club grew beyond the capacity of the bank's community room. In February 1983 we meet at the UW-Waukesha campus and in settled into Armbruster School Greenfield the next month. There we regularly use the gym and 3 to 5 class rooms to support our groups meeting needs.

During Gary's 3 1/2 year leadership our club grew in membership from a beginning group of 20 to over 400 members. The club now serves its members with 5 different libraries, workshops, basic and assembler classes, a network of support people, two schedules full club meetings monthly, a monthly newsletter, special interest groups and contacts with Atari, Antic and important Atari users around the U.S. and Canada.

With Gary's encouragement, I began editing and distributing the 'MILATARI NEWSLETTER' in December, 1981. Gary began his now famous series of columns in August of 1982. He kept us in touch with the good and bad, the rumors, the hopes and the ins and outs of the ATARI world. And what about those famous series - Noran of the Bushes and Fast Jack. His Herb Shirner wit as been quoted and copied in Atari user group newsletters all over the world.

Gary is like a moving target - while serving the needs of our large and growing users group, he also worked to bring together many other computer users to help spread the word. In January 1983 he began organizing the areas first non-commercial computer festival. Fourteen computer user groups staged a festival on March 4th and 5th, 1983, in the mall at Brookfield Square shopping center. The festival was a grand success and provided the opportunity to form CUF. CUF is short for the Computer Users Federation of Southeast Wisconsin. This organization of 14 area computer user groups works to provide information, speakers and referrals between the user groups and for the community. In April 1984 CUF joined hands with the Office Technology Management Association and 5 other area professional organizations to produce EXPOSIUM 84. Gary is still the president of this group of groups.

April 1983 saw the club adopting a formal set of bylaws and Gary began his third term as president. (Sound alot like Roosevelt.) At this time the clock started ticking on his life time position as president since the new bylaws put a two consecutive term limit for each office. (The same thing happened to Truman.)

Now it is time for the rest of us to continue on with the work of our club. Gary, you have put together a tremendous organization of which you should take great pride. You have left large shoes which will take many of us to fill. Gary, MILATARI extends to you its most hardy thanks for your tremendous efforts.

## (ED) CETERA

A few notes and reminders. First a hardy congratulations to our new officers. The transistion of any administration can be trying so let's all offer any assistance that we might be able to give. Speaking of assistance ... We need some person or persons to help with the newsletter. Do to my eratic schedule I can not guarantee to be available at deadline time. So if no one offers to assist I expect NO complaints.

-*-*-*-*-*-*-*-*-*-*-*-*-*-*-

How about an adverture's guide column? I'm not very competent at these games but I do enjoy them UNTIL I get throughly stuck. I know there are some excellent explorers, spelunkers, and space travellers out there. So how about sharing some hints, with us novices?

-*-*-*-*-*-*-*-*-*-*-*-*-*-*-

A big congratulations to our own Gerald Hagopian. Some of you may have noticed his article "The Color Inkle Loom" in the June issue of ANTIC. He has contributed to many user newsletters in the past and has written an article in this issue about password protection of your BASIC programs. Thanks for the contribution Gerry! Remember this is your newsletter contribute often.

-*-*-*-*-*-*-*-*-*-*-*-*-*-*-

A reminder that any current member can submit a classified ad at no charge. So if you can't wait for our next swap meet ( July ) just drop me a note or call a board member.

The Board of Directors wish to offically thank Bob Wegner and family for their continued support of the Kids corner at the Armbruster meetings. Many of us didn't know it's Bob who brings his machine and games to most meetings so that the younger members have an enjoyable time at our gatherings. A sincere THANK YOU Bob and family.

-*-*-*-*-*-*-*-*-*-*-*-*-*-*-

Announcing the MILATARI Question and Answer column. This feature will begin as soon as we can gather questions and answers from our members! If you have a problem or quetion about some feature of your ATARI computer please write or call a board member.

-*-*-*-*-*-*-*-*-*-*-*-*-*-*-

*** Correction ***

We would like to correct some information which appeared in the May issue of this newsletter.

It has been brought to our attention that none of the owners of Dick's Place have any ownership interest in the Computer Warehouse. We apologize to the owners of Computer Warehouse.

From Chicagoland Atari User Group
March 1985

ATARI TUTORIAL #1
BY CHUCK GILL

Would you believe a high resolution graphics mode that uses less than 1K of memory? How about seven colors? Well, does GPRIOR ring a bell? If you poke GPRIOR (loc. 623) with a 128 all kinds of funny things happen. Try typing poke 623,128 in immediate mode and press Return. What this does is turn on the bit mapped multicolor mode in graphics 1 and 2. What can you do with it? With only a character set redefinition you can simulate a graphics 7 screen in 513 bytes or you can form multicolored moveable objects with strings. The color registers displayed in a particular place in a character is determined by that character's mode and the specific bit pairs that make the character up. The following table should clarify somewhat.

| NORMAL - INVERSE | | | | |
|---|---|---|---|---|
| 00 | 704 | 704 | 704 | 704 |
| 01 | 704 | 705 | 706 | 709 |
| 10 | 704 | 712 | 712 | 712 |
| 11 | 704 | 707 | 712 | 711 |

From the chart all normal upper case characters always display register 704, the background color. This means a normal uppercase letter always displays a blank space, as does a 00 bit pair in any character. Look at this example. Suppose we define a character as follows. The displayed registers would be as shown on the right for a lower case character:

| | |
|---|---|
| 00 00 00 00 | 704 704 704 704 |
| 01 01 01 01 | 705 705 705 705 |
| 10 10 10 10 | 712 712 712 712 |
| 11 11 11 11 | 707 707 707 707 |
| 10 10 01 01 | 712 712 705 705 |
| 00 00 00 00 | 704 704 704 704 |
| 11 11 11 11 | 707 707 707 707 |
| 00 01 10 11 | 704 705 712 707 |

If location 704 was black, 705 was red, 707 blue and 712 yellow, then the above figure would be made of one line 8 pixels wide of black, one line of red, one line of yellow, one of blue, and a line made up of all four colors available for a lower case character. The data for this character is 0, 85, 170, 255, 165, 0, 255, 27. The following program redefines the letters a through I and displays them on the screen as a ship using 5 colors plus 1 color for background. You can move the ship around using the joystick and shoot missiles with the trigger. The missile is the seventh color. When you enter the program remember that in line 310 the efgh is in inverse, and the I in line 340 is also in inverse.

**Program breakdown:**

**Line 100 sets up full screen graphics mode 1.**
**Lines 100 to 160 move the character set into RAM and redefine the characters.**
**Line 170 sets the colors.**
**Line 180 points the computer to the new character set.**
**Line 190 is the magic poke.**
**Lines 200 to 290 are data for the new character set.**
**Line 300 is the initial position for the ship.**
**Lines 310 to 340 draw the ship and the missile.**
**The remainder of the program is the joystick trigger routine.**

```
100 GRAPHICS 17
110 FOR A=24756 TO 25599
120 POKE A,PEEK(A+32768)
130 NEXT A
140 FOR A= 24840 TO 28761
150 READ D:IF D<0 THEN 170
160 POKE A,D:NEXT A
170 POKE 709,38:POKE 712,66:POKE 711,202
:POKE 705,14:POKE 706,252:POKE 707,114 :POKE
706,58
180 POKE 756,96
190 POKE 623,128
200 DATA 0,0,1,3,3,3,10,42
210 DATA 0,0,17,51,51,51,170,170
220 DATA 0,0,17,51,51,51,170,170
230 DATA 0,0,0,0,0,0,0,128
240 DATA 255,255,254,86,86,85,85,0
250 DATA 255,255,238,102,102,85,85,0
260 DATA 255,255,238,102,102,85,85,0
270 DATA 240,252,239,101,100,80,64,0
280 DATA 0,0,0,64,23,64,0,0
290 DATA -1
300 X=6:Y=10
```

(CONT ON PAGE 14)

BASIC PROTECTION
by GERALD HAGOPIAN

The following listings are short, basic programs that you can use to protect your programs and disks from prying eyes. They are easy to append to existing programs and will provide you with a modicum of protection.

Listing 1 is called PASSGEN. It will provide you with a password that is randomly generated and fairly hard to reproduce. The easiest way to remember numbers and letters is in group sequences. PASSGEN generates a group of three letters ( i.e. KLM ) inserts and asterisk and then generates three numbers ( i.e. 396 ). The password is then KLM*396. An easy sequence to remember.

Listing 2 is called PRGMPASS. Type in the program and then LIST it to disk or cassette. When you want to password protect a program, ENTER it into your listing. Type in your password on line 30000 and the program name at line 32100 (D:FILENAME). To protect your program, type GOTO 32000.

Listing 3 is called PASSPRO1. It is almost identical to PRGMPASS, but is made to be set up as a disk protector. Type the listing in. Insert your password in line 30000, and save it to disk by typing GOTO 30000. Now use your autoboot generator to create an autorun file from PASSPRO.

When you boot your disk the program will not let you access files until you enter the correct password. Failure after three tries will put the Atari into memo pad mode.
A word of warning on this listing and the preceding. Once you have protected the program, it will not be able to be listed or loaded. System reset will re-boot the disk. The break key will break the program but will not allow a listing of it.

IT IS VERY IMPORTANT THAT YOU SAVE AN UNPROTECTED BACK-UP COPY OF YOUR PROGRAM ON A FILE DISK.THE PROGRAM WILL ONLY ALLOW YOU TO RUN YOUR FILE. NOT LOAD OR LIST IT.

If you have any questions please let me know. I'll try to help. Lines 32000 and 32100 are from COMPUTE! MAPPING THE ATARI, copyright 1983. Page 29 to 31.

*Listing One*

```
1 POKE 580,1
2 DIM
TRY$(10),PAS$(10):ERR=PEEK(195):ATMPT=1:POKE
580,1:GOSUB 30000
30000 PAS$="YOUR WORD":? "}"
30010 POSITION 1,8:? "INPUT
PASSWORD":POSITION 1,10:INPUT TRY$:IF
TRY$=PAS$ THEN GOTO 30050
30020 ATMPT=ATMPT+1:? "PASSWORD INCORRECT.
TRY AGAIN":IF ATMPT=4 THEN 30040
30030 GOTO 30010
30040 ? "PASSWORD INVALID....PROGRAM
ABORTED":FOR PAUSE=1 TO 500:NEXT PAUSE:BYE
30050 ? "PASSWORD VALIDATED":FOR N=1 TO
300:NEXT N:RETURN
32000 FOR VARI=PEEK(130)+PEEK(131)*256 TO
PEEK(132)+PEEK(133)*256:POKE VARI,155:NEXT
VARI
32100 POKE PEEK(138)+PEEK(139)*256+2,0:SAVE
"D:FILENAME":NEW
```

*Listing Two*

```
10 DIM PAS$(9)
20 FOR N=1 TO 3
30 PAS$(N,N)=CHR$(INT(RND(0)*90))
40 IF PAS$(N,N)<CHR$(65) THEN 30
45 NEXT N
46 PAS$(4,4)="*"
50 FOR N=5 TO 7
60 PAS$(N,N)=CHR$(INT(RND(0)*57))
70 IF PAS$(N,N)<CHR$(48) THEN 60
80 NEXT N
90 ? "PASSWORD GENERATED IS":? PAS$
100 GOTO 20
```

(CONT ON PAGE 14)

## INTRODUCING ATARI DOS 2.5

In an ongoing effort to provide the highest quality of products for use with your ATARI Computer, the new ATARI Corp. is supplying you with the enclosed DOS 2.5 Master Diskette. Its advantages over ATARI DOS 3 include ease and convenience of use (most utilities are contained within a single file and need not be loaded from disk) and compatibility with DOS 2.0S. DOS 2.5 also allows you to use the full capacity of your ATARI 1050 Disk Drive and to access the full RAM potential of the ATARI 130 XE.

This short manual provides you with instructions for getting started with DOS 2.5. For complete information on DOS 2.5, including detailed discussions on the menu items, compatibility with DOS 3 and 2.0S, the RamDisk, and the 2.5 Utilities, you may consider obtaining the new ATARI DOS 2.5 Manual. Available from ATARI Customer Relations, P.O. Box 61657, Sunnyvale, CA 94088. Cost: $10 plus $2.50 for shipping and handling. California residents add 6.5% tax. Please write ATARI DOS 2.5 Manual on the outside of your envelope when you order the book.

### Getting Started With DOS 2.5

DOS 2.5 allows you to format diskettes and store information in either single or enhanced density. With enhanced density you can record about 50 percent more data on each diskette than you can with DOS 2.0S. Enhanced-density storage is only possible if you have an ATARI 1050 Disk Drive; the 810 Disk Drive is not capable of formatting or managing data stored in enhanced density. You need a 1050 Disk Drive to begin working with DOS 2.5 because your DOS 2.5 Master Diskette is recorded in enhanced density. If you often use an 810 Disk Drive to access your files, you may want to format all your diskettes in single density.

DOS 2.5 works with any cartridge-based program that runs on your Atari Computer and uses DOS--even programs that predate DOS 2.5, including the AtariWriter word processor and ATARI BASIC. With such programs you can always use DOS 2.5 instead of DOS 2.0S to prepare data diskettes and manage files.

Many diskette-based programs designed for use with the earlier DOS 2.0S can also be used with DOS 2.5. However, you may have to continue to use DOS 2.0S with certain protected diskette programs (see your program user's manual if you are unsure whether a program is protected.)

### THE DOS MENU

Load DOS into your ATARI Computer using the same procedures you use for either DOS 3 or DOS 2.0S. (If you have an ATARI 130XE, 65XE, or 800XL with built-in BASIC, type DOS and press [RETURN] to go from BASIC to DOS). The DOS Menu on your TV or monitor screen presents a list of the DOS 2.5 options. The prompt below the menu invites you to make a selection. You choose the function you want to use by pressing the letter corresponding to your selection and pressing [RETURN]. DOS then asks you for the information it needs to proceed.

#### Summary of DOS 2.5 Menu Options

If you have used DOS 2.0S, you will be familiar with most options. Note the change in Option J, and the new Option P. If you have only used DOS 3, read this section for an introduction to DOS functions.

# 520ST

# ORDER FORM

Milatari, in cooporation with the new Atari Corp. is pleased to make available the first shipment of the Atari 520 ST systems sold in the United States. The initial system consists of a 520 ST computer, a 360 kilobyte single-sided 3-1/2 inch disk drive, and a high-resolution (640 by 400 pixels) monochrome monitor for $799.95, with shipping prepaid. Software included will be the TOS operating system and the Logo programming language.

These 520 ST systems arfe covered by a 90-day exchange warranty. In addition, the BASIC programming language will be shipped free of charge when available. Any updates to the TOS operating system will be sent free for a period not to exceed six months.

To order your systems, fill out this form and return it to MILATARI, 520ST Purchase Program, P.O. Box 1191, Waukesha, WI 53187-1191. Be sure to include your payment with the order. Make payment payable to 'Milatari-520ST Purchase Program'.

Name: _____

Ship to Address: _____

_____

_____

(We must have your zip code)

Phone number: _____

# DEADLINE IS JUNE 20TH

INTRODUCING ATARI DOS 2.5

A. DISK DIRECTORY Allows you to call up a complete or selective list of the files on a diskette, showing the filenames, extenders (if any), the number of sectors allocated to each file, and the number of free sectors still available on the diskette.

B. RUN CARTRIDGE (Can ONLY be used with built-in BASIC or with a cartridge installed in the computer). This option allows you to return control of your system to built-in BASIC or to the cartridge inserted in the cartridge slot.

C. COPY FILE For use when you have two or more disk drives and you want to copy files from one diskette to another. Also use this option to copy a file on the same diskette, assigning a different name to the copy.

D. DELETE FILES Lets you erase a file from a diskette, increasing the available space on a diskette.

E. RENAME FILE Use when you want to change the name of a file.

F. LOCK FILE Can be used to prevent you from changing, renaming, or accidentally erasing a file. You will still be able to read the file, but will not be able to write to it. An asterisk is placed in front of the filename in the directory to indicate that the file is locked.

G. UNLOCK FILE This removes the asterisk in front of the filename and allows you to make changes to the file, rename it, or delete it.

H. WRITE DOS FILES Lets you add the DOS files (DOS.SYS and DUP.SYS) on your Master Diskette or System Diskette to a diskette in any disk drive.

I. FORMAT DISK Used to format a blank diskette, which is necessary before you can record any information on it. Be sure you do not have any files you want to keep on a diskette before formatting it. This option will format a diskette in enhanced density provided you are using a 1050 Disk Drive; otherwise, it will format in single density.

J. DUPLICATE DISK Use when you want to create an exact duplicate of a diskette. This option will automatically format the destination disk.

K. BINARY SAVE Saves the contents of specified memory locations on a diskette.

L. BINARY LOAD Lets you retrieve an object file from diskette.

M. RUN AT ADDRESS Use to enter the hexadecimal starting address of an object program after it has been loaded into RAM with BINARY LOAD.

N. CREATE MEM.SAV Reserves space on a diskette for the program in RAM to be stored while the DUP.SYS file is being used. For some applications like programming, it is a good idea to create a MEM.SAV file on each new diskette you intend to use as a System Diskette. As you become more familiar with DOS, you may find there are cases where a MEM.SAV file serves no useful function. The inconvenience of waiting for MEM.SAV to load into memory may warrant deleting it from the disk.

O. DUPLICATE FILE Copies a file from one diskette to another, even if you have only a single disk drive.

INTRODUCING ATARI DOS 2.5

F. FORMAT SINGLE Formats a diskette in single density using a 1050 Disk Drive.

DOS 2.5 AND THE ATARI 130XE RAMDISK

The ATARI 130XE Computer is equipped with 131,072 bytes--128K-- of Random Access Memory (RAM), twice the maximum 64K available with earlier model ATARI Computers. The additional 64K RAM can be useful for many purposes: fast exchange of screen images for animation, additional storage for large data bases, and so forth.

You can also use the extra RAM of the 130XE as a very fast "virtual" disk drive. Set up as a "RamDisk"--recognized by DOS 2.5 as Drive 8 in your system--it can accommodate up to the equivalent of 499 sectors on a diskette. That is about half what you can store on a diskette formated in enhanced density.

The "storage" capacity offered by the RamDisk is volatile memory. Information stored in it will be lost when you turn off your computer system. So before turning off your system, be sure that any data currently in the RamDisk that you want to save permanently is recorded on an actual diskette.

The RamDisk can be a very convenient tool. It allows you to switch almost instantaneously between BASIC (or any other programming language) and DOS, and back again. Use it to work with files "stored" on Drive 8--a technique that might prove especially useful when you are transferring large amounts of data between two programs that are chained together (that is, when one program RUNs the other).

To Activate the RamDisk

Your DOS 2.5 Master Diskette contains a file called RAMDISK.COM that automatically sets up the extra 64K RAM of the 130XE as a RamDisk.

When you boot your 130XE system with a DOS 2.5 Master or System Diskette containing RAMDISK.COM, DOS will:

- Display a message that it is initializing the RamDisk;

- Set up your computer's extra 64K of memory to act very much as a disk drive, telling DOS to regard it as Drive 8; and

- Copy the DOS file DUP.SYS and establish MEM.SAV on the RamDisk, and use the versions of these files on the RamDisk rather than those on your Master Diskette.

If you wish to expand the usable capacity of your RamDisk, you may recover the memory used by DUP.SYS and MEM.SAV by:

- Changing the contents of location 5439 ($153F) to ATASCII 1 -- for example, POKE 5439,ASC("1"); and

- Deleting the files DUP.SYS and MEM.SAV from the "diskette" in Drive 8--that is, the RamDisk. Use option D., DELETE FILE(S), on the DOS Menu and enter D8:*.* in response to the DELETE FILESPEC prompt.

Note: Booting a disk which doesn't contain DUP.SYS will cause RAMDISK.COM to initialize the RamDisk, but DUP.SYS and MEM.SAV will not be moved to the RamDisk.

## INTRODUCING ATARI DOS 2.5

### Using DOS With the RamDisk

Because of the size of the RamDisk, you may not use DOS Menu option J., DUPLICATE DISK, to copy either a single-density or enhanced-density diskette to the RamDisk. Instead, you must copy individual files, taking care that they do not exceed in size the capacity of the RamDisk. You can ask DOS to duplicate the contents of the RamDisk on an actual diskette. From then on, however, that diskette will be capable under DOS of accessing only 499 sectors worth of data--though you can always duplicate its contents back to the RamDisk.

### If You Do Not Want to Use the RamDisk

If you do not want to use the ATARI 130XE RamDisk, you can either delete or rename the RAMDISK.COM file on your DOS 2.5 Master or System Diskette. You may then use the extra RAM for other purposes.

If you have applications for which you do not wish to use the RamDisk, it is recommended that you leave the RAMDISK.COM file intact on your DOS 2.5 Master Diskette. You might wish to make one working copy of DOS (System Diskette) that contains RAMDISK.COM, and one that does not. Or you can simply rename the RAMDISK.COM file on your System Diskette, then rename it back to RAMDISK.COM when you wish to use it.

## THE DOS 2.5 DISK UTILITIES

Your DOS 2.5 Master Diskette contains three new utility programs in addition to the standard disk utilities handled by the DUP.SYS file--those available from the DOS Menu. The programs, each of which appears on the disk directory with a .COM extender, function as follows:

COPY32.COM allows you to copy files from diskettes formatted and written to from ATARI DOS 3 to DOS 2.5 diskettes, converting the files in the process from DOS 3 to DOS 2.5.

DISKFIX.COM allows you to correct some problems that may occur with files on DOS 2.5 and 2.0S diskettes. Under certain conditions, you can also use this utility to recover deleted files.

SETUP.COM allows you to change certain DOS parameters. You can also use it to create an AUTORUN.SYS file that will automatically load and run a BASIC program when you boot your system.

Note: RAMDISK.COM is not a disk utility. It is used only to set up the RamDisk on a 130XE Computer.

### Selecting and Loading a Utility

All three utilities are binary files that are loaded and run using option L., BINARY LOAD, from the DOS 2.5 Menu. For example, to begin using the COPY32.COM program, with the DOS 2.5 Menu on your screen, you would type L and press [RETURN], then type COPY32.COM as the name of the file to load, and press [RETURN] again.

Specific instructions for using the COPY32.COM follow. There are also brief instructions for DISKFIX.COM and SETUP.COM. For more detailed instructions for the

INTRODUCING ATARI DOS 2.5

latter two utilities, consult the ATARI DOS 2.5 Manual (see the Getting Started section of this manual for ordering instructions).

COPY32.COM

Using this utility is much like using the COPY FILE function on the DOS Menu. After you load the COPY32.COM program, you are prompted to specify which drive will hold your DOS 3 (source) disk and which drive will hold your DOS 2.5 (destination) disk. If you have only one drive, type 1 in response to both prompts. In this case, you will have to swap your DOS 3 and DOS 2.5 diskettes during the copying process. If you have more than one disk drive, you may select one to hold your DOS 3 diskette and another to hold your DOS 2.5 diskette.

At this point, if you have only one drive, the utility prompts you to insert your DOS 3 disk in Drive 1. For safety, place a write-protect tab on your DOS 3 disk so that you will not erase valuable data if you make an error while swapping diskettes.

If you specified two different drives, the utility prompts you to insert both your DOS 3 and DOS 2.5 disks.

After you insert the diskette or diskettes, press [START]. The COPY32.COM program reads the directory of the DOS 3 diskette and displays the files it contains, sixteen at a time, by number. Press [RETURN] to see the next sixteen files. When all the files on the diskette have been listed, you have the options to restart, return to DOS, or view the files again.

To convert a file, enter the number of the file you wish to convert. The utility prompts you to confirm your choice by pressing [START].

When you press [START], the program begins the conversion process by reading the specified file from the DOS 3 diskette. After COPY32.COM reads the entire file (or as much data as it can accommodate in its memory buffer), it asks you to swap disks if you specified the same drive for your DOS 3 and DOS 2.5 disks. With very large files, you may have to swap diskettes several times. If you are using two drives, the program copies and converts the file in a single operation.

After the file has been copied and converted, press [START] to return to the listing of files on your DOS 3 diskette, from which you may choose another file to convert.

If an error occurs during the copy process, COPY32.COM displays an error number and prompts you press [START] to restart, or [SELECT] to return to the DOS 2.5 menu.

Note: Unless you have two disk drives, you will be unable to convert files of more than 124,700 bytes (300 bytes less than the maximum file length possible under DOS 2.5).

DISKFIX.COM

This program begins by showing you the current drive number and a menu with these five options:

1. Change Drive #
2. Unerase File

INTRODUCING ATARI DOS 2.5

3. Verify Disk
4. Rename File by #
5. Quit to DOS

Type the number of the function you wish to use but do not press [RETURN] after typing your choice. After activating an option, follow the prompts.

SETUP.COM

This program begins by showing you a menu with these four options:

1. Change current drive number
2. Change system configuration
3. Set up an AUTORUN for Boot
0. Quit - Return to DOS

Menu selections 1 and 0 are used for "housekeeping" purposes. The two main functions of this utility are menu selections 2 and 3. Press the number key that corresponds to the function you wish to use, then follow the prompts.

Customer Support

Atari Corp. welcomes any questions you might have about your Atari Computer product.

Write to:

Atari Customer Relations
P.O. Box 61657
Sunnyvale, CA 94088

Please write the subject of your letter on the outside of the envelope.

We suggest that you contact your local Atari User Group. They are outstanding sources of information on how to get the most out of your Atari Computer. To receive a list of the user groups in your area, send a self-addressed stamped envelope to:

Atari User Group List
P.O. Box 61657
Sunnyvale, CA 94088

```
305 REM EFGA IN LINE 310 IS IN INVERSE VIDEO
310 POSITION X,Y:??#6;"AabcdA":POSITION
X,Y+1:?#6;"AefghA"
320 IF DY THEN POSITION X,Y-1:?
#6;"AAAAAA":POSITION X,Y+2:?#6;"AAAAAA"
330 IF X>12 THEN 350
335 REM THE I IN LINE 340 IS IN INVERSE
VIDEO
340 IF STRIG(0)=0 THEN FOR T=X+5 TO
18:POSITION T,Y+1:?#6;" I ":FOR Q=1 TO 10:
NEXT Q:NEXT T :POSITION T,Y+1:?#6;"A"
350 S=STICK(0)
360 DX=(S=5 OR S=6 OR S=7)-(S=9 OR S=10 OR
S=11): DY=(S=5 OR S=9 OR S=13)-(S=6 OR S=10
OR S=14)
370 X=X+DX:Y=Y+DY
380 IF X<0 THEN X=0
390 IF X>14 THEN X=14
400 IF Y<1 THEN Y=1
410 IF Y>20 THEN Y=20
420 GOTO 310
```

*Listing Three*

```
2 DIM
TRY$(10),PAS$(10),FILE$(15),D$(19):ERR=PEEK(
195)
30000 PAS$="G HAGOPIAN":ATMPT=1:POKE 580,1:?
"}"
30010 POSITION 1,8:? "INPUT
PASSWORD":POSITION 1,10:INPUT TRY$:IF
TRY$=PAS$ THEN GOTO 30050
30020 ATMPT=ATMPT+1:? "PASSWORD INCORRECT.
TRY AGAIN":IF ATMPT=4 THEN 30040
30030 GOTO 30010
30040 ? "PASSWORD INVALID....PROGRAM
ABORTED":FOR PAUSE=1 TO 500:NEXT PAUSE:BYE
30050 ? "}":POSITION 5,5:? "FILE
LISTING":OPEN #1,6,0,"D:*.*":TRAP 30070
30060 INPUT #1;FILE$:? FILE$:GOTO 30060
30070 IF ERR THEN CLOSE #1:TRAP 40000
30075 TRAP 30110
30080 ? :? :? "ENTER FILENAME TO RUN"
30090 FILE$="":INPUT
FILE$:D$="D:":D$(LEN(D$)+1)=FILE$
30100 RUN D$
30110 IF ERR THEN ? "ERROR # ";ERR:TRAP
40000:GOTO 30080
32000 FOR VARI=PEEK(130)+PEEK(131)*256 TO
PEEK(132)+PEEK(133)*256:POKE VARI,155:NEXT
VARI
32100 POKE PEEK(138)+PEEK(139)*256+2,0:SAVE
"D:PASSPRO":NEW
```

# MILWAUKEE AREA ATARI USER'S GROUP AND NEWSLETTER INFORMATION

## MILATARI OFFICERS

| | | |
|---|---|---|
| President | David Frazer | 542-7242 |
| Vice President | Carl Mielcarek | 355-3539 |
| Secretary | Jim Mangione | 764-6855 |
| Treasurer | Steve Tupper | 462-8178 |

## MILATARI VOLUNTEERS

| | | |
|---|---|---|
| MILATARI West | Dennis Bogie | 968-2361 |
| Education SIG | Joe Sanders | 447-1660 |
| ATR8000 & CP/M | Don Wilcox | 228-1650 |
| Adv. Lang. SIG | Erik Hanson | 252-3146 |
| Membership | Dave Bogie | 968-2361 |
| Newsletter | Roy Duvall | 363-8231 |
| **Public Domain Libraries** | | |
| Cassette | Dennis Wilson | 476-7767 |
| Disk | Bob Bobinger | 466-9341 |
| | Bill Lawrence | 968-9341 |
| **Copyright Library** | | |
| Cassette/Disk | Gary Haberman | 228-8845 |
| Publications | Marcus Hagen | 445-0710 |
| | Bill Feest | 321-4314 |

## NEWSLETTER INFORMATION

This newsletter is written and printed by members of the Milwaukee Area ATARI User's Group (MILATARI), an association of individuals with a common interest in using and programming ATARI computers. MILATARI is not affiliated with the ATARI company or any other commericial organizations.

Your contributions of articles are always welcome. You may submit your article on ATARI compatible cassette or diskette, on typewritten form or you can arrange with the editor to upload your file via modem. You can send Graphics eight or seven plus screens stored on disk in Micropainter or Micro Illustrator formats.



## Milwaukee Area Atari User's Group

MILATARI is an independent, user education group which is not affiliated with ATARI INC. The newsletter is the official publication of MILATARI and is intended for the education of its members as well as for the dissemination of information concerning ATARI computer products.

MILATARI membership is open to individuals and families who are interested in using and programming ATARI computers. The membership includes a subscription to this newsletter and access to the club libraries. The annual membership fee is $15 for individuals or $20 for a family.

Other computer user groups may obtain copies of this newsletter on an exchange basis.

Vendors wishing to display and/or sell items at MILATARI meetings must make prior arrangements with the club vice president. Please call for fee schedule.

---

## MILATARI ADVERTISING RATES

This newsletter will accept camera ready advertising copy from anyone supplying goods and services of interest to our membership.

Current paid members of MILATARI may place classified ads in the newsletter at no charge.

### Advertising Rates

| | |
|---|---|
| Full page | $37.50 |
| Half page | $20.00 |
| Quarter page | $12.50 |
| Business card | $2.00 |




MILWAUKEE AREA ATARI USERS CLUB
P.O. BOX 1191
WAUKESHA, WI 53197-1191

==========

Address Correction Requested
Forwarding Postage Guaranteed

==========

# MILATARI CALENDAR

++++++++++++++++++++++++++++++++++++++++

| | | |
|---|---|---|
| Jun 13th | 6:30PM | Board of Directors<br>Ground Round Rest.<br>Hy 100 & Blue Mound |
| Jun 15th | 3:00PM | Milatari East Meeting<br>Armbruster School<br><br>Business meeting<br>Special awards<br>CES report<br>Don Wilcox Demo -<br>Civil Defense Alarm<br>test system |
| Jun 27th | 7:30PM | ATR8000-CP/M SIG<br>Don Wilcox's home |
| Jul 1st | 7:00PM | Language SIG meeting<br>Armbruster School |
| Jul 20th | 2:00PM | Milatari East Meeting<br>Armbruster School<br>Workshop - GEM desktop<br>and GEM draw<br>3rd annual swap fest<br>Business meeting |
| Aug 17th | 2:00PM | 2nd annual picnic<br>Armbruster School |